**Midgard – Level One**

Typical Doors – 10’ by 5’ – heavy wood with great iron bands reinforcing. There is generally enough clearance below to slide a piece of paper, but not to see. There is a heavy iron ring to pull open. Locked/barred doors will always have attachments. To break down: DR 10, 75 hp.

Typical Broad Passageway – 10’ wide, 15’ tall – smooth flagstone set with no apparent mortar

Typical Narrow Passageway – 5’ wide, 10’ tall – smooth flagstone

Typical “Lava Tube” - 5’ wide, 5’ tall, cylindrical, hewn stone. Where the tubes touch the “surface,” there is a 30 degree slope in the tubes for 60’ on either side.

The Yggdrasil Gate – appears to be a giant tree trunk, stretching from floor to ceiling, where eight branchings can be seen. 100’ high. The tree is petrified wood, though browned and stained. Moss and vines cover it to at least 20’. The door itself is an embossed arch of the same material (doesn’t appear worked, but rather molded), covered with strange runes.

Decipher Script DC 20 – Asgardian dialect

Spellcraft DC 18 – certainly some arcane phonemes are here, but the meaning is unclear

With a little effort, the runes can be copied.

If the tree is Searched, DC 18 to find a large garter snake about 10’ up. Speak With Animals: will tell of “snuffly two-legs” coming through yesterday, and that something bad is to the south.

Eye Sentry – standing in plain sight on a stork-like black leg. If approached or shot at, will fly on bat wings straight up to the ceiling and hide behind the tree. (This is an alarm for the Frost Giants.)

The Dome – 100’ high at apex, no discernible light source, just a uniform clear light. Dome is bluish, like sky, but hexagonal blocks can be seen. 100’ radius, many pine trees, mostly lawn but some stretches of cobblestone trail can be seen. If height can be gained, eight doors spaced evenly around the perimeter are visible.

East and West Dome areas – grassy fields with clumps of pine trees. A good number of insects and birds. Track DC 18: goblin tracks, lots of ‘em, but none recent. They seem to be pretty much all over the place.

North Dome area – Pond

A slight mist hangs over the pond (irregularly shaped, but a rough 30’ oval). Low trees and bushes crowd the bank, save at the south edge. Frogs can be heard, as well as the buzzing of wasps. A large, dark tree can be seen at the north edge, obscuring the door.

Getting through the shrubbery to get to the other side of the pond will take some doing, and will certainly result in getting filthy and scratched. Every 10’, there’s a DC 15 Reflex check to avoid *entanglement*. The phase wasps will take that opportunity to attack.

Hidden under a leafy trap door (DC 25 Spot, DC 18 Search) is a small boat used by the goblins. It will hold up to 150 pounds. Comes with a 10’ pole.

The dark tree is mossy and gnarled. A half dozen or so small green frogs sit on the branches dipping into the water. Three of its roots have small water-filled hollows (about a vial full). The leaves slowly drip into these hollows. If watched, an injured frog (broken leg) hops into the water and comes out healed.

The water functions as a *restoration* spell (full HP, ability, disease cure).

Behind the tree is the north door, overgrown with vines. It’s padlocked on the other side (DC 25 to force). A bit of the door is cleared off, and you can see where it’s been opened within the past few months (the vines are recent). Written in a tiny hand in charcoal is the ditty:

*Need skin to walk*

*Need skin to grin*

*Need skin to talk*

*Need skin again*

South Dome area

Approaching the south door, there is a 5’ wide cobblestone path. There is the skeleton of a small humanoid (a goblin) laying on the cobblestones, apparently straining to reach the door. His bones appear “cakey” (the Horror has limed them so scavengers won’t pick at ‘em). His piecemeal armor is leather and bits of jerry-rigged metal plates, all slashed up.

A DC 12 spot check reveals a wretched songbird watching from a low branch. He looks in bad shape. (This is the Horror’s animal companion.)

A Spot (DC 10) reveals a looping path of smallish tracks around the skeleton to the door. This is the true trap. A DC 20 check (INT, or Survival, or Search) will reveal that the tracks are all right feet. (Yes, the skeleton has a right foot.)

A further DC 20 Search check will reveal the pit trap. You have to put over 50 lbs. of weight for it to collapse, so the Reflex save to “hang on to the edge” is DC 18. To climb out, a further DC 12 INT check must be made, or footing will be lost on the slippery sides. If footing is lost, anyone helping must make a DC 10 Reflex save or get pulled in!

The chute is inclined 30 degrees and is coated with *oil of slipperiness*, so that there is no chance of catching oneself. The chute is 60’ long.

The “Killing Jar” chamber: 15’x15’x15’ – 4’ tall spikes do 1d6-1 damage when fallen on. A character with a shield may make a purposeful Reflex DC 15 check to avoid all damage from the spikes, but the shield is ruined and impaled (the character may in fact be caught on the strap).

The Skinless Horror: he was a former adventurer from the six-months-ago party. A demon has stolen his skin. This process infused him with an Abyssal disease that keeps him half-alive (*not* undead) but completely insane and malign. His party had left him for dead. His appearance is human, but no skin. He’s wrapped in ‘leather’ bandages he made from goblins, but he wants human skin.

Will “spell up” with Mage Armor and Darkvision.

Round 1: Taunt with horribly mangled speech and use a spell (fear or ?)

Round 2: Charge attack with Dagger (+1, Fort DC 15 poison or 1d4+1 STR damage)

The Horror’s Lair: it stinks of offal and tanning chemicals – 30’x30’

* Table and stool; table has a recently-doused lantern; table and stool are carved all over with:

*Need skin to walk*

*Need skin to grin*

*Need skin to talk*

*Need skin again*

* Barrel with fresh “chum” (one of the chaotics)
* A tanning stretcher and chemicals
* Extra spikes
* A “foot” stamper (another goblin)
* Bag with 3 HD gold
* Potion of *darkvision*
* Potion of *Mage Armor*
* A discarded recorder
* A rapier
* A two-handed sword
* A longbow with 20 arrows

The room has a barred door and a lava tube exit. If approached through the door, the Horror will escape through the tube to the Harpoon Spider lair.

Goblins have barricaded “their” tunnel about 200’ in.

Dwarvenhome Entrance

A nice, parklike room, lit with four everburning torches, and nice dens for the skunks. The “can” alarm is here, as well as a bubbling spring. Too bad the place smells like skunk.

A poor gnome (Stinky) comes through time to time and feeds the three giant skunks (cabbage, honeycomb, berries, and eggs.

The three skunks are trained to blast anything that steps into the antechamber, but they’ll become quite docile whenever someone throws food.

Hall leading to the skunk room: tripwire, 30’ down the hall, DC 14 to Spot

Lichen eaters

Goblin scavengers – will run away to alert the tribe

Mindshredder larva (hit and run)

Carved Wall – can be deciphered to be a bizarre pantheon of Vanir and Asgardians. A Lurking Strangler is there.

Darkened Chamber – A nycter will parlay

Topiary Garden

Harpoon Spider lair

Svartalfheim gate – lesser knell beetle

Green slime

Moonrats – will scavenge sleeping PCs